

## **Claims**

The claims are listed as follows:

1. (Previously Presented) A method for generating a three-dimensional audio scene with a sound source whose spatiality is extended, comprising the steps of:
  - a) generating a sound object composing the audio scene; and
  - b) generating three-dimensional audio scene description information including sound source characteristics information for the sound object,wherein the sound source characteristics information includes spatiality extension information of the sound source, said spatiality extension information enabling the sound source to include more than one dimension, and includes the size and shape of the sound source expressed in a three-dimensional space.
2. (Previously Presented) The method as recited in claim 1, wherein the spatiality extension information of the sound source includes sound source dimension information that is expressed as three components of a set of three-dimensional coordinates.
3. (Original) The method as recited in claim 2, wherein the spatiality extension information of the sound source further includes geometrical center location information of the sound source dimension information.
4. (Original) The method as recited in claim 2, wherein the spatiality extension information of the sound source further includes direction information of the sound source and describes a three-dimensional audio scene by extending the spatiality of the sound source in a direction vertical to the direction of the sound source.
5. (Previously Presented) A method for consuming a three-dimensional audio scene with a sound source whose spatiality is extended, comprising the steps of:
  - a) receiving a sound object composing the audio scene and three-dimensional audio scene description information including sound source characteristics information for the sound object; and
  - b) outputting the sound object based on the three-dimensional audio scene description information,

wherein the sound source characteristics information includes spatiality extension information, said spatiality extension information enabling the sound source to include more than one dimension, and includes the size and shape of the sound source expressed in a three-dimensional space.

6. (Previously Presented) The method as recited in claim 5, wherein spatiality extension information of the sound source includes sound source dimension information that is expressed as three components of a set of three-dimensional coordinates.

7. (Original) The method as recited in claim 6, wherein the spatiality extension information of the sound source further includes geometrical center location information of the sound source dimension information.

8. (Original) The method as recited in claim 6, wherein the spatiality extension information of the sound source further includes direction information of the sound source and describes a three-dimensional audio scene by extending the spatiality of the sound source in a direction vertical to the direction of the sound source.

9. (Previously Presented) A three-dimensional audio scene data stream with a sound source whose spatiality is extended, comprising:

a sound object composing the audio scene; and  
three-dimensional audio scene description information including sound source characteristics information for the sound object data,  
wherein the sound source characteristics information includes spatiality extension information, said spatiality extension information enabling the sound source to include more than one dimension, and includes the size and shape of the sound source expressed in a three-dimensional space.

10. (Previously Presented) The data stream as recited in claim 9, wherein the spatiality extension information of the sound source includes sound source dimension information that is expressed as three components of a set of three-dimensional coordinates.

11. (Original) The data stream as recited in claim 9, wherein the spatiality extension information of the sound source further includes geometrical center location information of the sound source dimension information.

12. (Original) The data stream as recited in claim 9, wherein the spatiality extension information of the sound source further includes direction information of the sound source and describes a three-dimensional audio scene by extending the spatiality of the sound source in a direction vertical to the direction of the sound source.

13. (Previously Presented) The method as recited in claim 2, wherein the three components are an x component, a y component and a z component.

14. (Previously Presented) The method as recited in claim 6, wherein the three components are an x component, a y component and a z component.

15. (Previously Presented) The data stream as recited in claim 10, wherein the three components are an x component, a y component and a z component.

16 – 25 (Cancelled).